

# INSIDE OUTING

## LOADING THE GAME

Commodore 64 - Press **SHIFT** and **RUN/STOP**.

Spectrum - **LOAD**"" to load.

Amstrad CPC - **RUN**"IO" to load either the tape or disc version.

## PLAYING INSIDE OUTING

You are a thief; a pretty good one by all reputes. But you've got yourself into a rather unusual sticky situation ...

You see, old man Crutcher, who lives in that large house on the hill, passed away recently leaving his Widow with her own rather unique problem. He apparently never did trust banks or safety deposit boxes, and due to his lack of faith in the more normal places to keep safe his various possession, Mr Crutcher decided he would just hide them in what he called 'safe' places around his house.

Trouble is, he never told his wife where he'd left them ... which left her in turn with the unusual task of finding her own gems which he'd secreted away. But she'd had a brain wave. Who better, she thought, to find gems hidden around a house than a thief who makes his living being good at just that ...

So Lady Crutcher, as she is known locally, lured you into her house by, well, that old trick of leaving a window open and contriving to make the house look empty. Damn it, she'd even left milk bottles on the doorstep to make it look as if she as on holiday!

Anyway, once inside the mansion all windows and doors to the outside world had suddenly shut very tight indeed ... and it was then that Lady C. revealed her plan. Well, to humour her you decide to find her gems. After all to an expert like you this should be an easy task ... and after all she might not miss the odd one or two ...

## HINTS

Not all is as it seems in Inside Outing. If you look hard enough you will find hidden passageways, hidden wall safes, and a multitude of puzzling obstacles that will lead to your goal. There are only 12 gems to find, but be warned - some are much easier than others! Find each gem in turn and take it to Lady C. on the first floor (drop it in front of her and she'll pick it up). There's an indicator of how many you've left to find positioned on her sideboard in her bedroom. But look out for the savage mice and canaries! Old man Crutcher did some rather bizzare experiments and

rumour has it that they are just a little larger and not quite so friendly as your usual mice and domestic birds ... but you'll find a way to handle them, won't you?

One last hint ... assume nothing!

## JOYSTICK CONTROLS

For the Commodore, use joystick in Port 2 to control direction, using the FIRE button for JUMP.

For the Spectrum, select either Kempston, Interface 2, 128K Interface or keyboard. Use stick for direction and FIRE for JUMP.

Joystick can be used on the Amstrad for direction, with FIRE to JUMP. To start game with joystick press FIRE; to start game with keyboard press SPACE.

## KEYBOARD CONTROLS

	C64	SPECTRUM	AMSTRAD
UP LEFT	A	Q	CURSOR KEYS
DOWN RIGHT	Z	A	(ditto)
DOWN LEFT	O	M	(ditto)
UP RIGHT	P	N	(ditto)
JUMP	SPACE	CAPS SHIFT	COPY
PICK UP	F1	P	SPACE
DROP	F3	D	CTRL
PULL	F7	ENTER	Small ENTER
PAUSE	RUN/STOP	H	P
RESTART	CLR	R	ESC

## CREDITS

Game design and coding: Michael St. Aubyn

C64 & Amstrad Graphics: Michael St. Aubyn

C64 & Spectrum coding: Timedata/Pamela Roberts

Spectrum Graphics: Mike Smith

Music/Sound: Hagar

Cover Artwork: Stuart Hughes